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CAPCOM®

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan
Stampato in Giappone

NES-CM-AUS

BIONIC COMMANDO™

INSTRUCTION MANUAL

CAPCOM®

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

BIONIC COMMANDO STORY

I'll talk about a person which I've met when I was young.

In 198X we've found Nazz's top secret material called Abatros, a plan which never was put to practice.

Imperial forces Generalissimo Killt had never seen this plan, and decided to materialize this plan.

The federation decided to stop his attempt by sending our hero Super Joe, but lost contact with him.

Our brave man (you the player) was sent to the empire with a special mission to rescue Super Joe, this story begins from here...

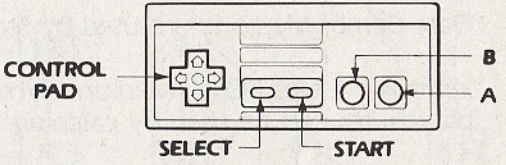
HOW TO PLAY

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

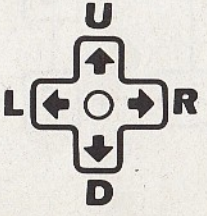
Controller #1 — Moves Player 1.

Button A: Shoots Guns.

Button B: To extend Bionic Arm.



Control Pad:
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and player moves that direction.

◄ Player moves left.

► Player moves right.

▲ Player moves upward.

▼ Player moves down.

HOW TO PLAY

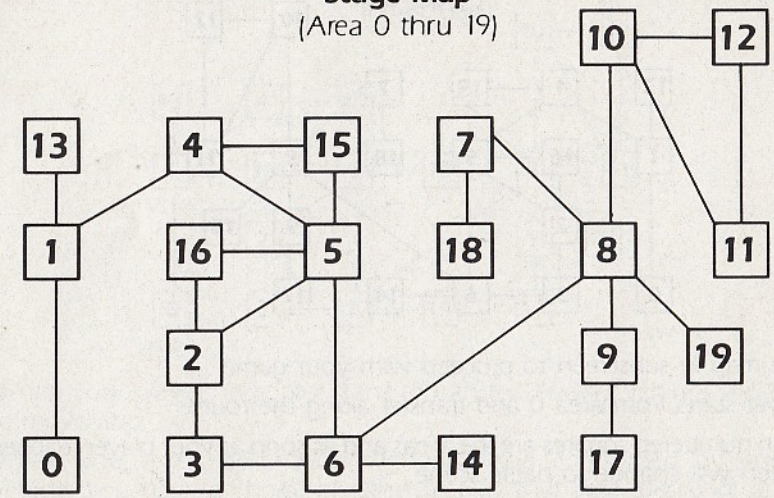
1. Normal Gun, Wide Gun, Rocket Gun, 3-Way Gun, Machine Gun, Hyper Bazooka are used by Button B.

2. Flare Bomb, Medicine are used by Start Button.

3. Items like 1 Up, POW, Medicine which come down on parachutes can be used by catching them.

HOW TO PLAY

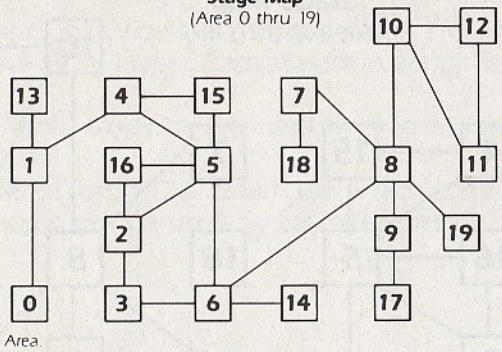
Stage Map
(Area 0 thru 19)



Area.

HOW TO PLAY

Stage Map
(Area 0 thru 19)



Use map in subscreen to proceed with your game.

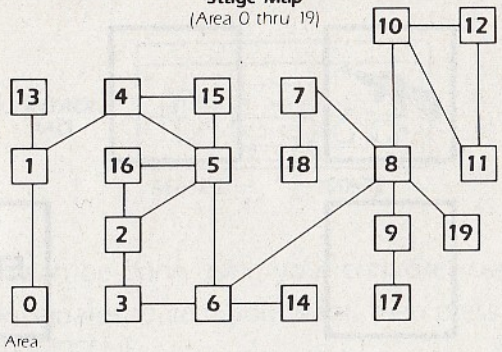
Player starts from area 0 and transfer along the route.

Each numbered squares are the areas and as soon as your player reaches, screen will change to battle scene.

Helicopter will transfer your player to the destination area.

HOW TO PLAY

Stage Map
(Area 0 thru 19)

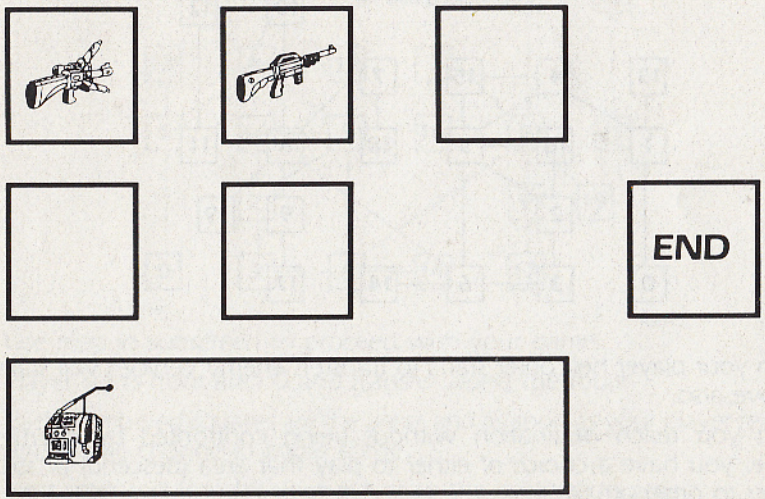


When your player helicopter starts to transfer, enemy vehicles will start to move also.

When you reach destination without being confronted by enemy vehicle, you have a choice of either to play that area (descend) or still transfer to other area.

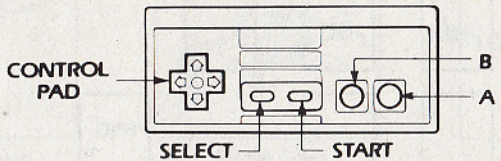
WEAPON SELECTION

MENU



HOW TO PLAY

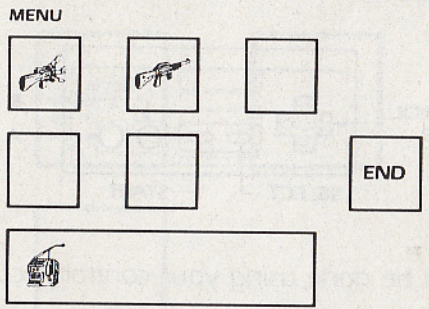
WEAPON SELECTION



Item selection can be done using your controller cursor.

Move flashing squares to item you want, then press "A" twice to start, you can cancel it.

HOW TO PLAY

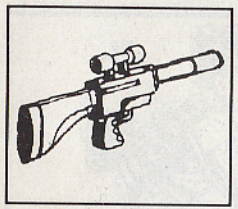


When player decides to "descend", weapons selection scene will appear.

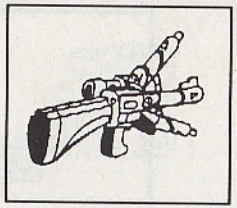
You may take weapon, protector, special weapon, and communicators and you may select one each.

You can obtain more items while you play and stock them as you go and you'll have more to choose from.

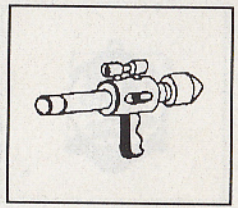
EARNED WEAPONS



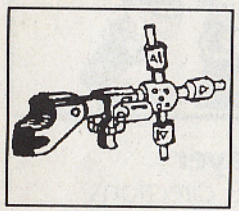
Normal Gun
You have it to start with



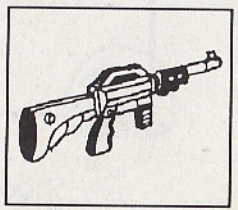
Wide Gun
You can shoot at wide range but reach is shoot



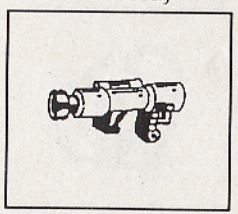
Rocket Gun
It penetrates and destroys, enemies, you can shoot continuously



3-Way Gun
You can shoot in 3 ways
It can break the shield



Joe's Machinegun
Range — 22.5°



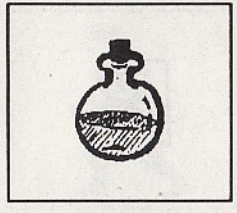
Hyper Bazooka
Federal Army's new weapon. It can go through the cockpit of choppers

EARNED WEAPONS

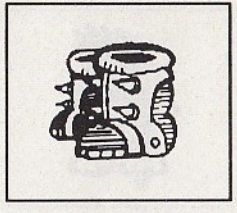
Flare Bomb
Use in the cave,
use with start button

Player
Shoot in 8 directions,
wave wires

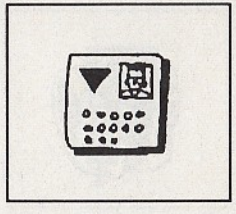
BONUS CHARACTERS



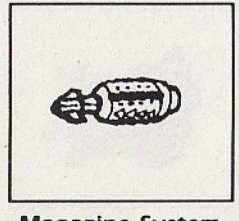
Medicine
Recovers player's energy
up to max.
Use with start button



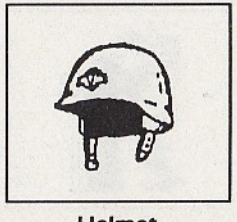
Iron Boots
Kick and kill enemies



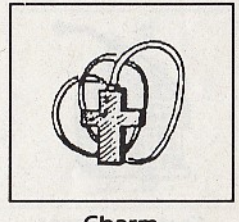
Permit
Needed to enter certain
neutral areas



Magazine System
You can combine with
Normal Gun and make
it a Magazine Gun

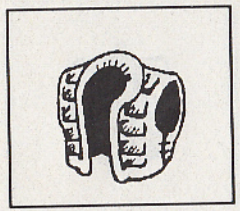


Helmet
Will protect you from
enemies' bullets 3 times

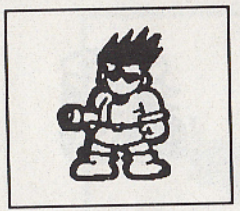


Charm
Repulse one bullet

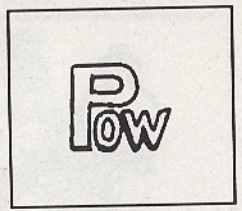
BONUS CHARACTERS



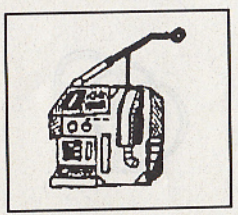
Bulletproof Vest
Repulse one out of two bullets



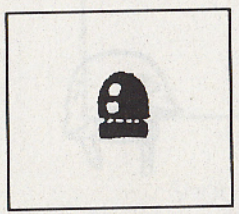
1 Up
Add one player



POW
Energy ball will appear and go around the player to protect him for 7 sec.



Communicator
There are α, β, δ, s Communicators, You can communicate with compatible ones

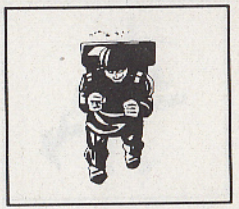


Bullet
Appears when you defeat enemies

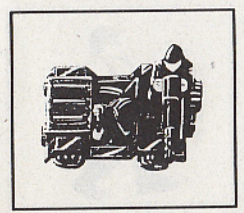
ENEMY CHARACTERS

Knife Wielding Soldier

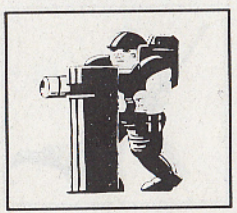
Soldiers
Run towards the Player and shoot



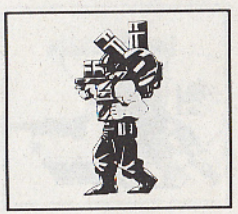
Suicide Bomber
Throw bombs at Player from a certain distance



Jeep
Move sideways and shoots downwards

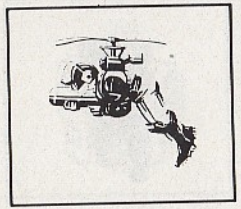


Bearded Soldier

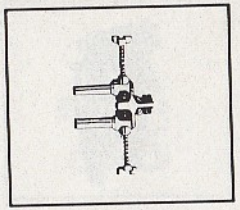


Giant Soldier (Boss)

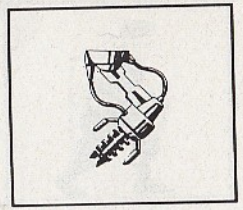
ENEMY CHARACTERS



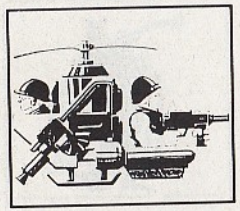
Barrier Soldier



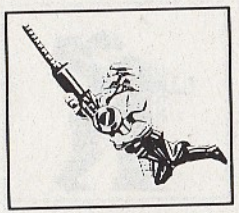
Double Deck Cannon



Laser Cannon



Helicopter



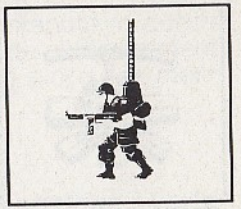
Wired Gunner (Boss)

Construction Soldier

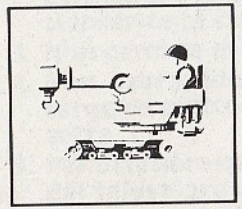
ENEMY CHARACTERS

Generalissimo

Dwarf

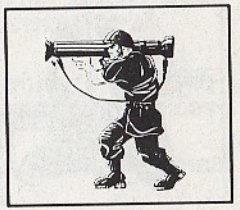


Wired Soldier



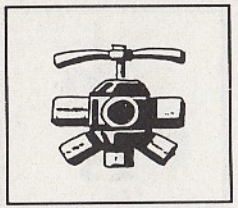
Crane Caterpillar

Normal Soldier

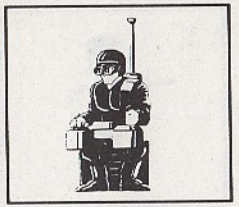


Bazooka

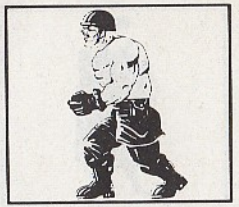
ENEMY CHARACTERS



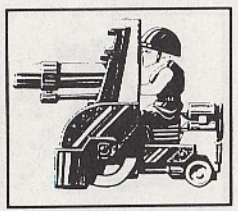
Pod



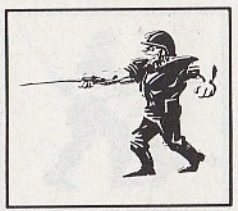
Remote Control Soldier



Heavy Object Throwing Soldier



Cannon Mobile



Commander

PRECAUZIONI

Leggete con attenzione le importanti istruzioni contenute in questo libretto; se vi atterrete a quanto indicato e rispetterete gli avvertimenti potrete trarre il massimo piacere dal vostro nuovo gioco per molto tempo.

PRECAUZIONI

1. **Evitate di esporre questa cassetta di alta precisione a variazioni di temperatura eccessive. conservatela a temperatura ambiente.**
2. **Evitate di toccare i connettori dei terminali. Per tenerli puliti inserite la cassetta in un contenitore di protezione.**
3. **Non cercate di smontare la cassetta.**
4. **Non usate diluenti, solventi, benzene, alcool e/o altri detergenti molto forti perché potrebbero danneggiare la cassetta.**
5. **Per ottenere migliori risultati tenetevi ad una certa distanza dal televisore durante il gioco.**
6. **Dopo due ore o più di gioco fate una pausa di 10-20 minuti. La vostra cassetta avrà una durata maggiore.**

LA STORIA

Vi parlerò ora di una persona che ho conosciuto in gioventù.

Nel 198X venne scoperto il materiale top secret di Nazz chiamato Abatros, un piano che non fu mai messo in azione.

Le forze del Generalissimo Killt non avevano mai saputo di questo piano e decisero quindi di metterlo in pratica.

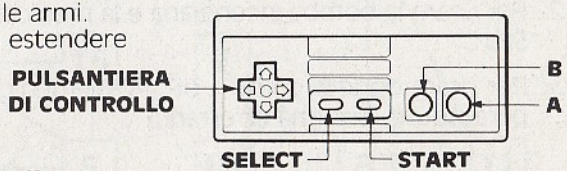
La Federazione, nel tentativo di fermarlo, decise di inviare il nostro eroe Super Joe, ma perse ogni contatto con lui.

A questo punto un uomo coraggioso (voi) viene inviato nell'Impero in soccorso di Super Joe ed è qui che comincia l'avventura...

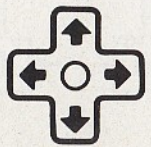
COME SI GIOCA

NOMI DEI COMPONENTI E ISTRUZIONI DI GIOCO

Controller n. 1 – Fa muovere il giocatore n. 1.
Il pulsante A: aziona le armi.
Il pulsante B: serve a estendere il Braccio Bionico.



Pulsantiera di controllo:
Su ogni estremità è stampata una lettera indicante la direzione o il movimento.



Quattro azioni separate:
Premendo uno di questi cuscinetti farà muovere voi e il giocatore nella direzione indicata dalla freccia.

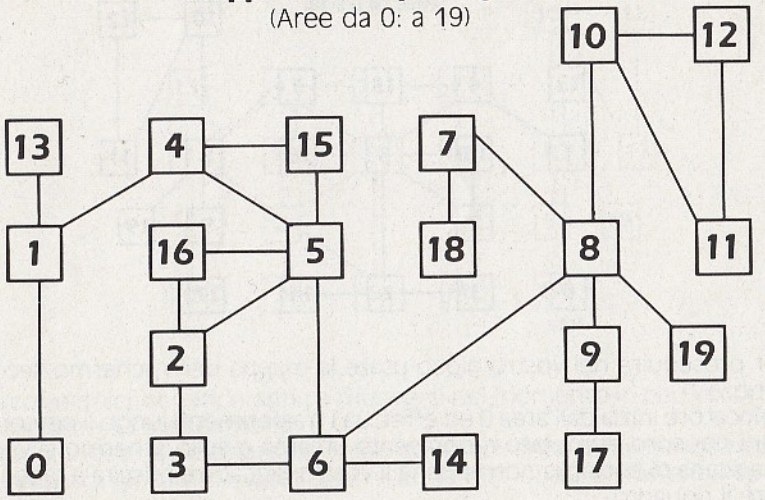
◄ Verso sinistra
► Verso destra
▲ Verso l'alto
▼ Verso il basso.

COME SI GIOCA

1. Il fucile normale, il fucile a largo raggio, il lancia razzi, la mitragliatrice a tre stadi, il fucile mitragliatore, e l'iper bazooka vengono azionati con il pulsante B.
2. Per usare la bomba incendiaria e la medicina premere il pulsante Start.
3. Per usare oggetti come 1 UP, POW, medicina che cadono con il paracadute, bisogna afferrarli.

COME SI GIOCA

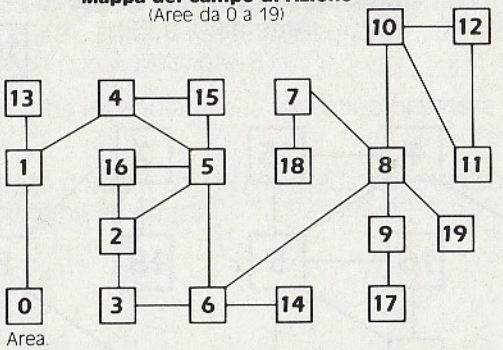
Mappa del campo di gioco
(Aree da 0: a 19)



Area

COME SI GIOCA

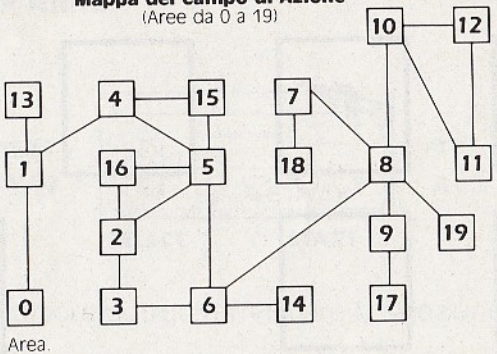
Mappa del Campo di Azione
(Aree da 0 a 19)



Per proseguire nel vostro gioco usate la mappa dello schermo secondario.
Il giocatore inizia dall'area 0 ed effettua i trasferimenti lungo il percorso.
Ogni riquadro numerato rappresenta un'area e sullo schermo si vedrà una scena di battaglia non appena il vostro giocatore riuscirà a raggiungere il riquadro.
Il vostro giocatore verrà trasferito a destinazione per mezzo dell'elicottero.

COME SI GIOCA

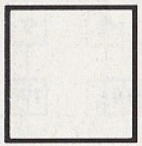
Mappa del Campo di Azione
(Aree da 0 a 19)

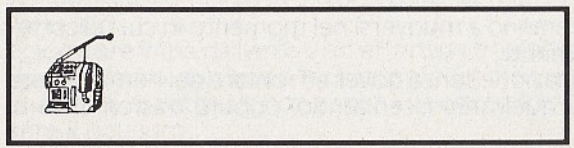


I veicoli nemici cominceranno a muoversi nel momento in cui l'elicottero comincerà i trasferimenti.
Se raggiungete la destinazione senza dover affrontare dei nemici avrete la scelta tra giocare su quell'area (scendendo) oppure trasferirvi su di un'altra.

SCELTA DELLE ARMI

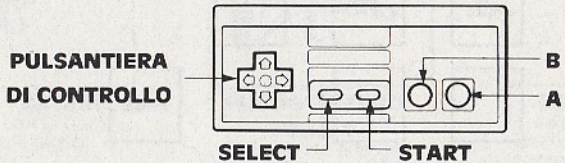
MENU





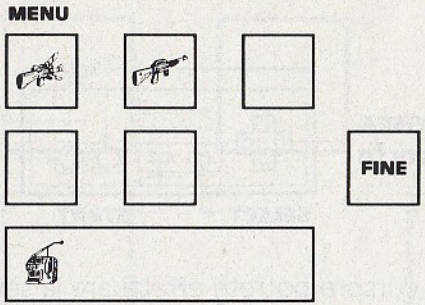
COME SI GIOCA

SCELTA DELLE ARMI



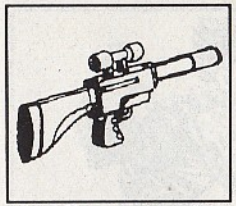
Per mezzo del cursore potrete effettuare la selezione degli oggetti.
Spostate il quadratino lampeggiante sull'oggetto di vostra scelta e premete il pulsante A due volte. La mossa può essere cancellata.

COME SI GIOCA

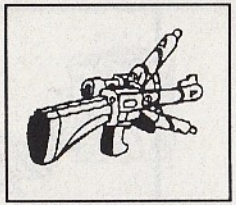


Se il giocatore decide di scendere appare sullo schermo la Scelta delle Armi.
Potrete selezionare un'arma, una protezione, un'arma speciale e una radio trasmittente e metterli in serbo per un uso futuro. Durante il tragitto vi sarà data la possibilità di effettuare altre scelte.

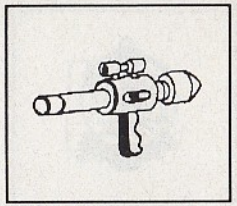
ARMI CONQUISTATE



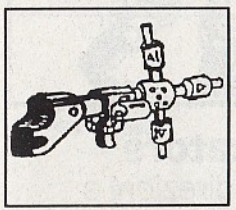
Fucile normale
È l'arma con la quale iniziare il gioco.



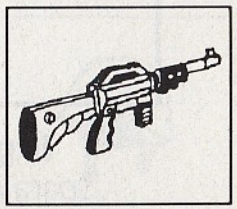
Fucile a largo raggio
Per sparare a largo raggio ma a breve distanza.



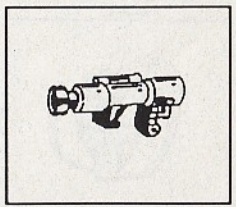
Lancia Razzi
Pe penetrare e distruggere i nemici e sparare in continuazione



Mitragliatrice a tre stadi
Per sparare in tre stadi. Può penetrare attraverso lo scudo.

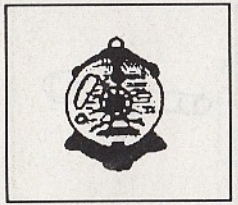


La mitragliatrice di Joe
Per sparare in tre stadi. Può penetrare attraverso lo scudo.



Iper Bazooka
L'arma di più recente dotazione alla Federazione. Può penetrare la carlinga degli elicotteri.

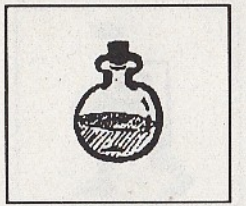
ARMI CONQUISTATE



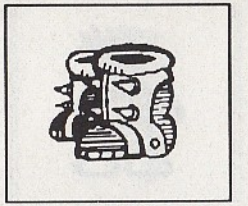
Bomba Incendiaria
Usatela nella grotta premendo il pulsante Start.

Il giocatore
Spara in 8 direzioni a ripetizione

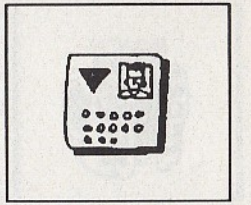
SIMBOLI BONUS



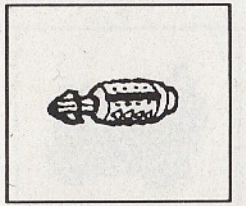
Medicina
Ricostituisce l'energia del giocatore fino al massimo. Usare il pulsante Start.



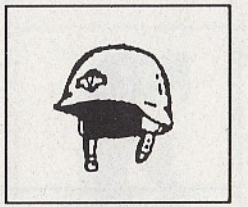
Stivali d'acciaio
Per calciare e uccidere i nemici.



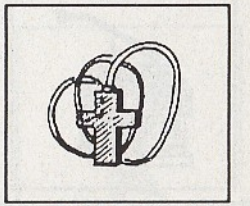
Permesso
Necessario per entrare in alcune aree neutrali.



Caricatore automatico
Potrete inserirlo nel fucile normale trasformandolo così in un fucile automatico.

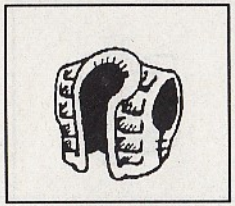


Elmetto
Vi proteggerà dalle pallottole nemiche per tre volte.

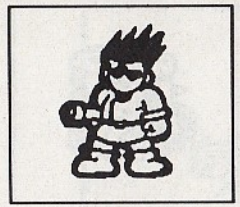


Portafortuna
Respinge una pallottola.

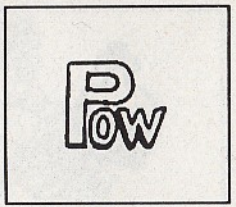
SIMBOLI DI BONUS



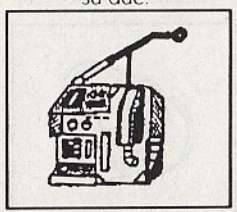
Giubbetto antiproiettile
Respinge una pallottola su due.



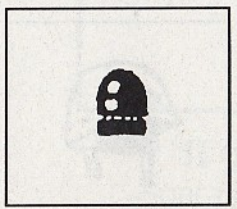
1 Up
Aggiungi un giocatore.



POW
Una sfera di energia appare a circondare il giocatore e proteggerlo per 7 secondi.

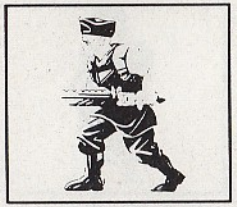


Radio trasmittente
Ci sono trasmittenti del tipo Alfa, Beta, Delta, e Gamma. Voi potrete comunicare con una trasmittente compatibile.

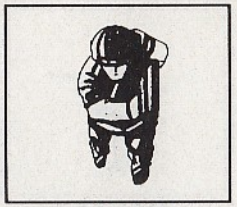


Pallottola
Appare quando sconfiggete un nemico.

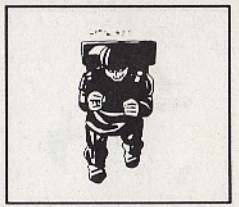
I NEMICI



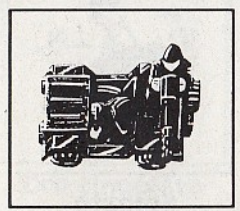
Soldato con pugnale



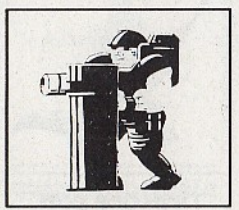
Soldati
Si lanciano verso il giocatore e sparano.



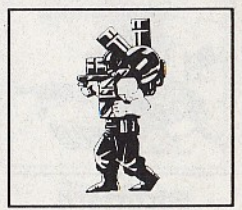
Bombarsdiere suicida
Lancia una bomba verso il giocatore da una certa distanza.



Jeep
Si sposta in direzione trasversale e spara verso il basso.

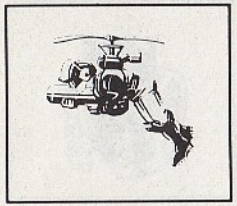


Soldato barbuto

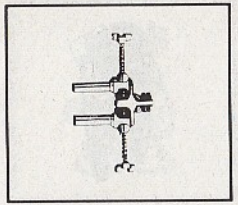


Soldato gigantesco (Boss)

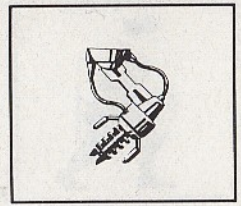
I NEMICI



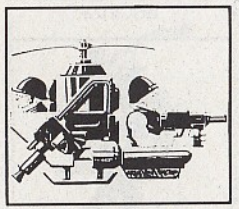
Soldati di barricata



Cannone a due bocche



Cannone laser



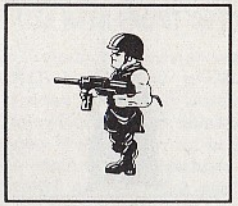
Elicottero

Tiratore con antenna trasmittente (Boss)

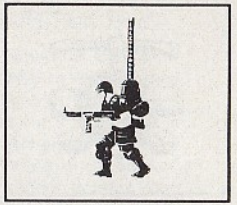
Soldato costruttore

I NEMICI

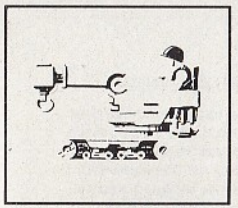
Generalissimo



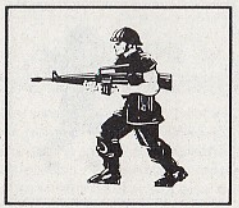
Nano



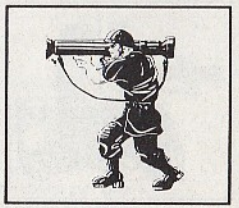
Soldato con antenna trasmittente



Gru cingolata

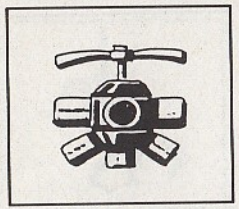


Soldato normale

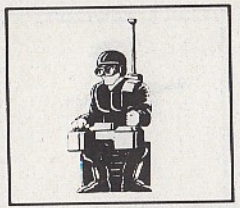


Bazooka

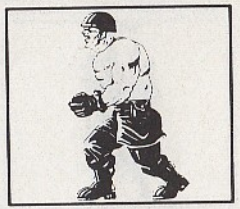
I NEMICI



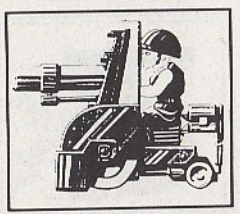
Abitacolo dell'elicottero



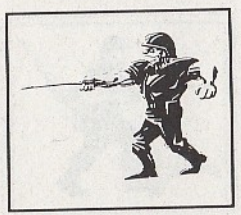
Soldato con telecomando



Soldato lanciatore di pesi



Cannone mobile



Comandante

English

⚠ WARNING : DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Italiano

⚠ ATTENZIONE ⚠

NON USARE CON UN APPARECCHIO TELEVISIVO A PROIEZIONE FRONTALE O A RETROPROIEZIONE!

Non usare un apparecchio televisivo a proiezione frontale o a retroproiezione con il tuo Nintendo Entertainment System (NES) o con i giochi studiati per il NES. Video giochi con scene o schemi statici possono danneggiare permanentemente uno schermo televisivo. Interrompendo un gioco per un periodo di tempo prolungato e ponendolo in pausa potresti causare un danno simile. Nintendo declina qualsiasi responsabilità per danni causati da quanto sopra descritto in quanto tale problema non é coiiegato a difetti di produzione della Consolle o dei giochi. Immagini fisse o ripetitive possono causare lo stesso danno a un apparecchio di proiezione televisiva. Per ulteriori dettagli rivolgiti al tuo negozio di fiducia.